

# IMAGE GENERATOR AND CONTROL METHOD THEREFOR, AND ITS COMPUTER PROGRAM

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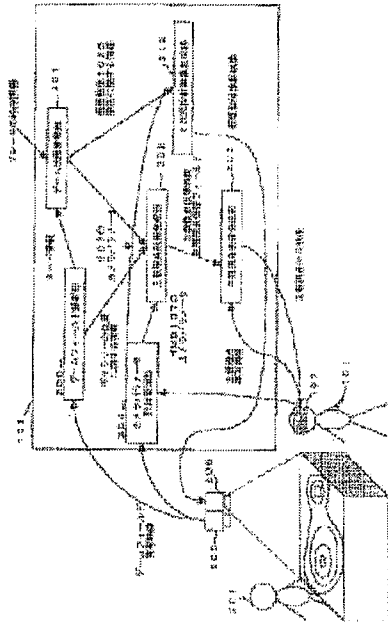
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**Abstract of JP 2002247602 (A)**

**PROBLEM TO BE SOLVED:** To provide an image generator by which a gallery unable to visually recognize a composite reality space can take part in the composite reality space. **SOLUTION:** A two-dimensional projected image generating section 312 generates a two-dimensionally projected image reflecting a composite reality space and a projector 206 projects the two-dimensional video image onto a reality space. When a gallery 201 places a card or the like at a prescribed position of the two-dimensional video image, a game field analysis section 300 analyzes an image photographed by a camera 203 so as to detect operations by the gallery 201. The detected operation changes the shape of a virtual object and a display method, and the result is displayed on an MHD 107 of a player 101.



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